

# SONIC

## THE COMIC

**WIN!**  
**SONIC 2**  
**JACKET**  
**PATCHES!**

**CHAOTIX**  
**CHARGE!**  
MORE OF THE FAB FOUR!



NEW  
TAILS  
STORY

REVIEWS

THE HORDE!  
BRIAN LARA 96 CRICKET!

MOVIE GAMES  
Q ZONE

FEATURING  
TOY STORY!



# CONTROL ZONE



Hey, Boomers!

Welcome to this megamental issue - guaranteed to blow your thrill circuits! Not only is Sonic's other self, Super Sonic, causing havoc in Running Wild, but the Fundamental Four go to pot in the concluding part of the Chaotix story.

Tails resorts to Shock Tactics, as he tries his best to keep the Badniks at bay. Elsewhere on Mobius, the baddest Badnik of them all, Brutus, is in power mad mode - so watch out!

The Review Zone rises to a sporty challenge with Brian Lara '96 Cricket, and for those who like to pit their wits, check out The Horde.

STC goes to Hollywood as the Q Zone queues up for a movie games special, and last but by no means least, there's the chance for 80 of you to win exclusive - not available in the shops - Sonic 2 Jacket Patches, in STC's segasational compo! So, practice some sewing skills - you might just get lucky! Which is more than I can say for me, I've just been asked by those lazy humes to do the coffee run (again!).

*Megadroid*

## SONIC SPECIAL ALERT!

News of Knuckles starring in his first ever Special, really ruffled Sonic's spikes! Never the one to be out-done, Sonic gets his own back in the 1996 Sonic Holiday Special on sale, Saturday, 6 July, 1996.

Sizzling hot with three new stories, pin-up's, a Sega Saturn compo, and ... now keep this under your hats, Boomers ... step-by-step secrets of How to draw Sonic, plus heaps more besides!



Speed along to your newsagents and order your copy of the Sonic Holiday Special - NOW!

• EDITOR: Deborah Tate  
• ASSISTANT EDITOR: Audrey Wong  
• DESIGNER: Gary Knight  
• COVER ART: Nigel Kitching  
CONSULTANT: RICHARD BURTON  
PRODUCTION: SARAH COLLEY

Published every other Wednesday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU.  
Tel: 0171 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover.  
Printed in England by BPC Magazines (Colchester) Ltd., A member of The British Printing Company Ltd.  
Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by Pre-Press Services Ltd., Leeds. Copyright © Fleetway Editions Ltd., 1996. Copyright © Sega Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DR. Tel: 0181 679 1899 (Customer Services).  
Advertising: Tel: 0171 344 6411. ISSN 0969 3041.

SEGA COMPILED BY  
ChartTrack

↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 ● TOY STORY
- 2 ● FIFA SOCCER '96
- 3 ● SONIC AND KNUCKLES
- 4 ↑ AUSTRALIAN RUGBY LEAGUE
- 5 RE PGA TOUR GOLF '96
- 6 ↑ MICRO MACHINES '96
- 7 ↑ MICKEY MANIA
- 8 ↓ ECCO 2: THE TIDES OF TIME
- 9 ↓ SONIC THE HEDGEHOG 2
- 10 RE MICRO MACHINES 2

### SATURN

- 1 NEW X-MEN: CHILDREN OF THE ATOM
- 2 ● VIRTUA COP
- 3 ● SEGA RALLY
- 4 ↓ WIPEOUT
- 5 ↓ FIFA SOCCER '96
- 6 ↓ VIRTUA FIGHTER 2
- 7 ↑ WORMS
- 8 ↓ MAGIC CARPET
- 9 RE FIRESTORM: THUNDERHAWK 2
- 10 ● SIM CITY 2000

### MEGA-CD

- 1 RE REBEL ASSAULT
- 2 ↑ BRUTAL: PAWS OF FURY
- 3 ↓ SOULSTAR
- 4 ↓ EARTHWORM JIM
- 5 ↓ B.C. RACERS
- 6 ● WORLD CUP USA '94
- 7 ↑ TOMCAT ALLEY
- 8 ↓ SNATCHER
- 9 ↓ ETERNAL CHAMPIONS
- 10 RE THUNDERHAWK

### GAME GEAR

- 1 ↑ SONIC THE HEDGEHOG 2
- 2 RE STAR TREK: GENERATIONS
- 3 ↓ THE LION KING
- 4 ● FIFA SOCCER '96
- 5 RE MICRO MACHINES 2
- 6 ↓ SONIC CHAOS
- 7 ↓ ECCO 2: THE TIDES OF TIME
- 8 ↓ SONIC THE HEDGEHOG
- 9 RE COLUMNS
- 10 ↓ REN AND STIMPY



# SONIC

THE HEDGEHOG™

## Running Wild

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE' VILLE

Part 2

THE SITUATION IS SIMPLE AND DEADLY: SONIC HAS TURNED SUPER. OUT OF CONTROL. HE'S OUT TO GET AMY AND ANYONE ELSE WHO GETS IN HIS WAY!



SONIC, NO...





I DON'T SEE ANY-  
THING MOVING...  
IF SONIC HAS  
TURNED BACK IN-  
TO HIS NORMAL  
SELF IN THAT  
INFERNO...



HAHAHAH!  
THESE FLAMES CANNOT  
HARM ME! NOTHING CAN  
HARM SUPER SONIC!  
HAHAHA!



OH BOY,  
HE'S REALLY  
GONE THIS  
TIME!



LET'S FIND  
SOME COVER  
UNTIL WE CAN  
WORK OUT  
WHAT TO  
DO!



IN OTHER  
WORDS, RUN FOR  
IT!



WHERE'S  
HE GONE? I  
CAN'T SEE HIM ANY-  
WHERE. WHERE'S  
HE GONE?



TAILS,  
THIS IS  
NO TIME TO  
PANIC!

PERMISSION  
TO PANIC, DEAR  
FRIENDS!



ALL YOU  
HAVE TO LOOK  
FORWARD TO NOW IS  
FEAR AND DEATH!  
HAHAHAHA!





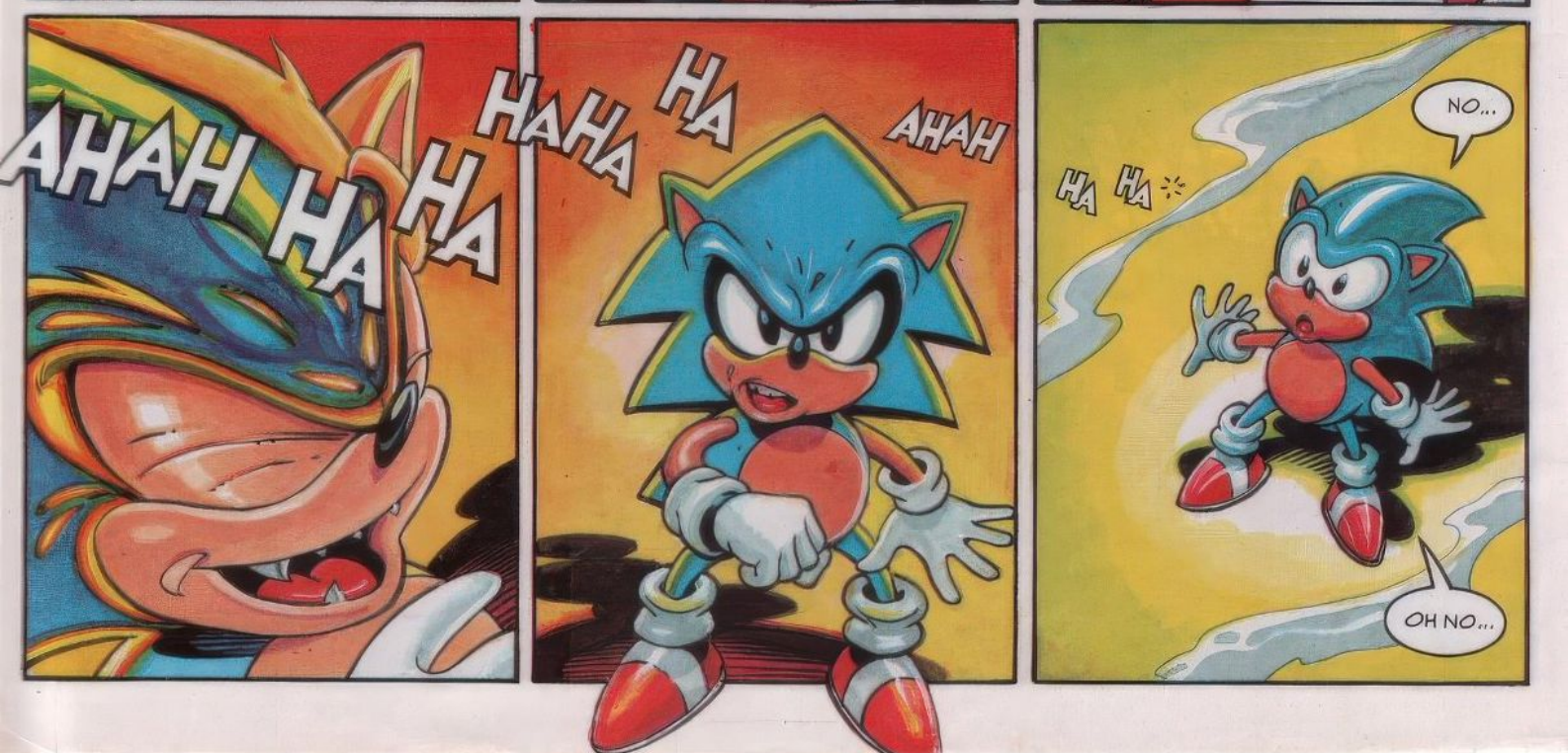
















NEXT ISSUE: SONIC NO MORE?



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALSville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## THE HORDE

Reviewed by Chris Jones



SATURN

GAME TYPE: 3D STRATEGY  
PLAYERS: 1

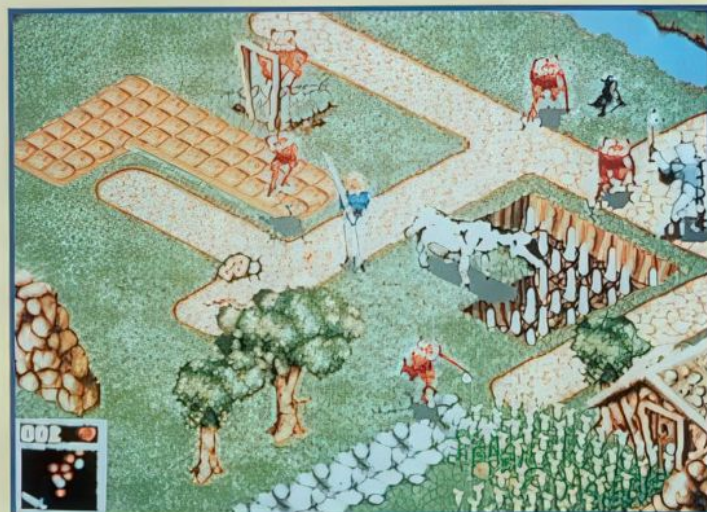
PUBLISHER: BMG INTERACTIVE  
PRICE: £44.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: 11 +

If you've ever played *Sim City*, one of the most successful computer games ever, you'll feel totally at home with *The Horde*. This game has a similar kind of strategy, but instead of building a city, your task is to take care of a village, under attack by Gremlin-type characters, known as the Horde.

As controller, you play the role of Sir Chauncey whose aim is to turn the village into a thriving and profitable community. You're given

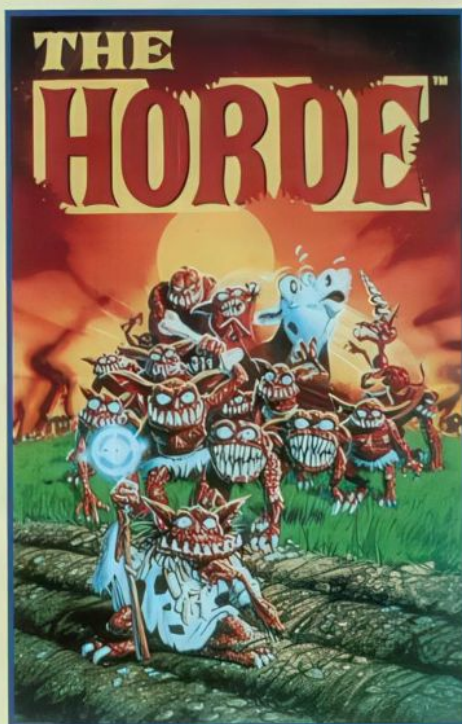
money at the start of the game which must be spent wisely on items ranging from trees (which, once planted and grown, can be sold for a profit) to money-making cows. As the village improves, it attracts more people who in turn, build houses and



grow profit-making crops.

With the exception of the tax inspectors, the biggest danger is the Horde. These nasties come along after each season, attempting to completely destroy the village. You can stop them by using your sword or by employing extra people to help you do the job.

Overall, *The Horde* is a very addictive game. However, the graphics and sound are nothing special, although gameplay is excellent. A great choice if you're a 'thinking' gamer!



### FINAL COUNTDOWN

#### RAVES

An addictive and challenging game.



GRAPHICS 78

SOUND 64

#### GRAVES

Average graphics and sounds.



PLAYABILITY 87

OVERALL 82



# BRIAN LARA '96 CRICKET

Reviewed by Chris Jones



MEGA DRIVE

GAME TYPE: **SPORT**  
PLAYERS: **1-4**

PUBLISHER: **CODEMASTERS**  
PRICE: **£44.99**

RELEASE DATE: **OUT NOW**  
AGE SUITABILITY: **ALL AGES**



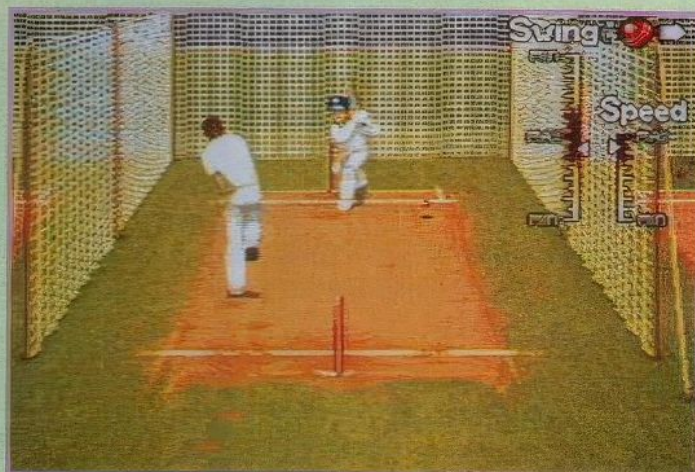
The smell of freshly cut grass, the sound of leather on willow, cucumber sandwiches, and **Brian Lara '96 Cricket** are the things that, for some people, make summer great.

Yes, ace West Indian batsman, Brian Lara, who starred in the third best-selling Mega Drive game of last year, is back with a wristy square cut to the boundary!

**Brian Lara '96** has improved graphics, gameplay and a selection of new features, making it the reigning, definitive, cricket sim. It features a limited overs competition with all 18 County cricket teams, a complete set of players statistics that include last summer's averages, and a World Cup competition, packed with all the teams who took part in it earlier this year. With a choice of 15 different players, you can tweak your squads and decide who

gets to bat and in what order.

Controlling the different actions of the cricketers is challenging. When batting, you have an idea of where

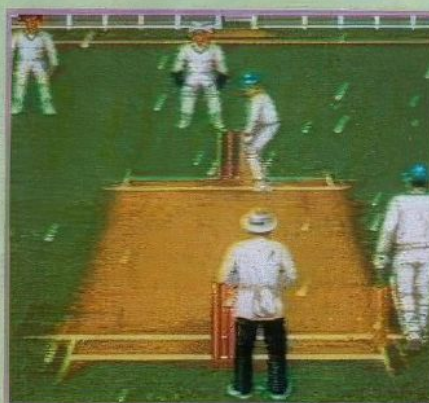


the ball will land from a white box that appears on the wicket. You can also see how much power and spin a delivery has. Practice is needed before picking the right shot for the right ball. When bowling, you pitch the ball on the strip using the D-pad and you can also select the power and spin on it, too. Fielding is easier, you'll automatically gain control of the man nearest the ball, then it's up to you to chase after, and return it, over the stumps.

New features include an option to replay one of six historic cricket matches - great fun, for cricket lovers. A full nets facility allows you to practice

improving your game, and change weather conditions (typical!).

In cricket terms, **Brian Lara '96** is a great sequel and plays a marvellous innings.



SELECTION TEAM

31 slots free

Team	Played	Won	Drawn	Lost
India	0	0	0	0
Pakistan	3	2	0	1
Sri Lanka	0	0	0	0
West Indies	0	0	0	0
Zimbabwe	1	1	0	0
South Africa	1	1	0	0
Holland	1	1	0	3
Kenya	1	1	0	0
U.A.E.	1	1	0	1

Kit: KIT SKIN ORRY

## FINAL COUNTDOWN

### RAVES

Worth buying, even if you've got the original.



GRAPHICS **80**

SOUND **82**

### GRAVES

More fun as a two-player game..



PLAYABILITY **84**

OVERALL **82**



# Chaotix<sup>TM</sup> Crew

Part 2

## The Fundamental Four

Script: NIGEL DOBBYN & NIGEL KITCAING Art: NIGEL DOBBYN Colouring: GINA BART Lettering: ELITTA FELL

THE FUNDAMENTAL FOUR SPENT FOUR YEARS IN PRISON THANKS TO CHAOTIX! NOW, THEY'VE BROKEN OUT AND ARE SEEKING REVENGE!

IT'S OVER, CHAOTIX, ONE PUSH OF THIS BUTTON AND YOU'LL BE LIQUIDISED!

THEN WE TRACK DOWN CHARMY BEE... IT'S GOING TO BE A REAL PLEASURE TAKING CARE OF HIM!

HODYE NEF JODOD!

YOU SAID IT, GRAVEL!

ENOUGH TALK, SQUALL, LET'S PUSH THE BUTTON AND GET OUT OF HERE!



MEANWHILE, NOT FAR FROM  
CHAOTIX'S HEADQUARTERS...

GOLLY, I  
REALLY APPRECIATE  
THE QUEEN LETTING ME  
BORROW SO MANY OF  
YOU WORKERS!

YOU'RE  
LUCKY SHE DID...  
IT'S BEEN MONTHS  
SINCE YOU LAST  
VISITED THE  
HIVE!

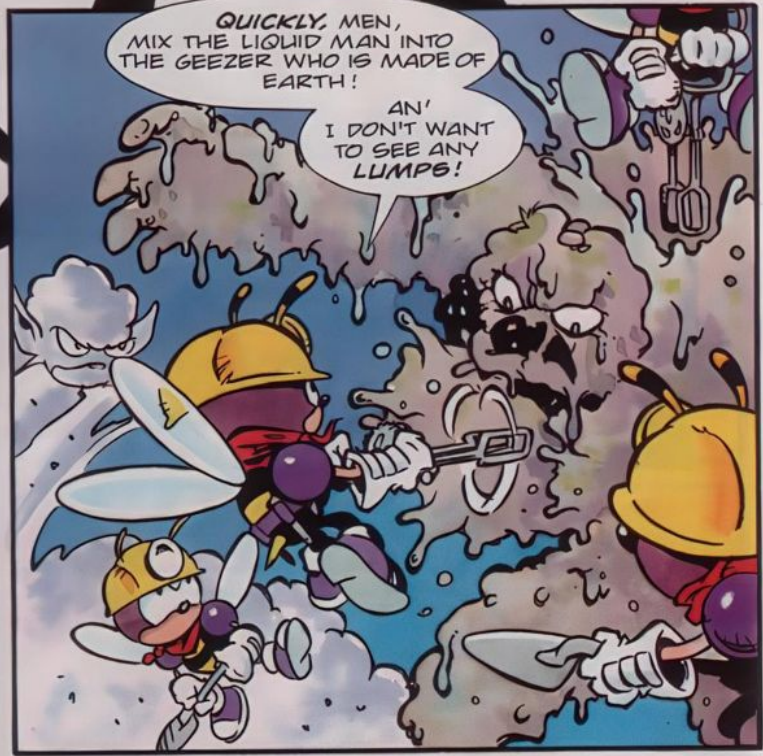
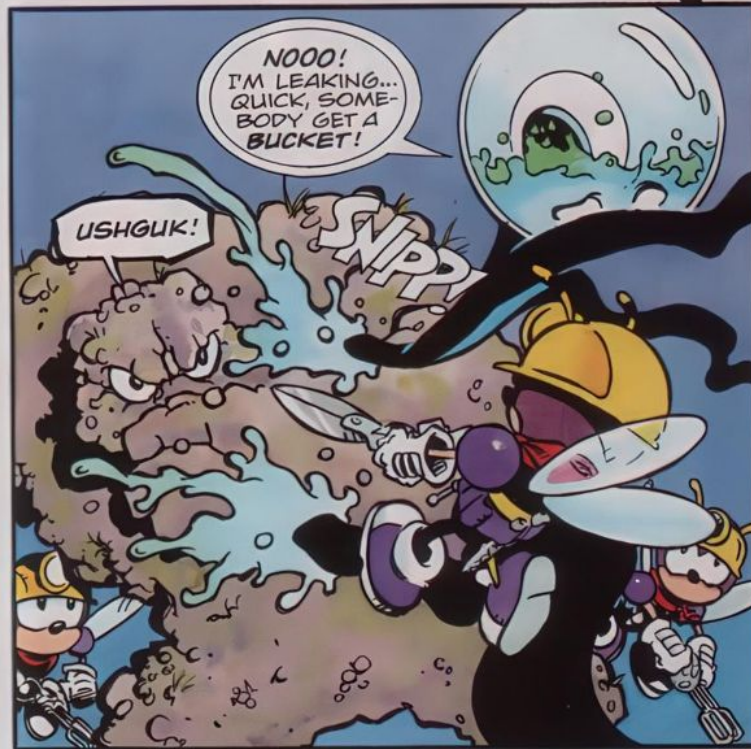
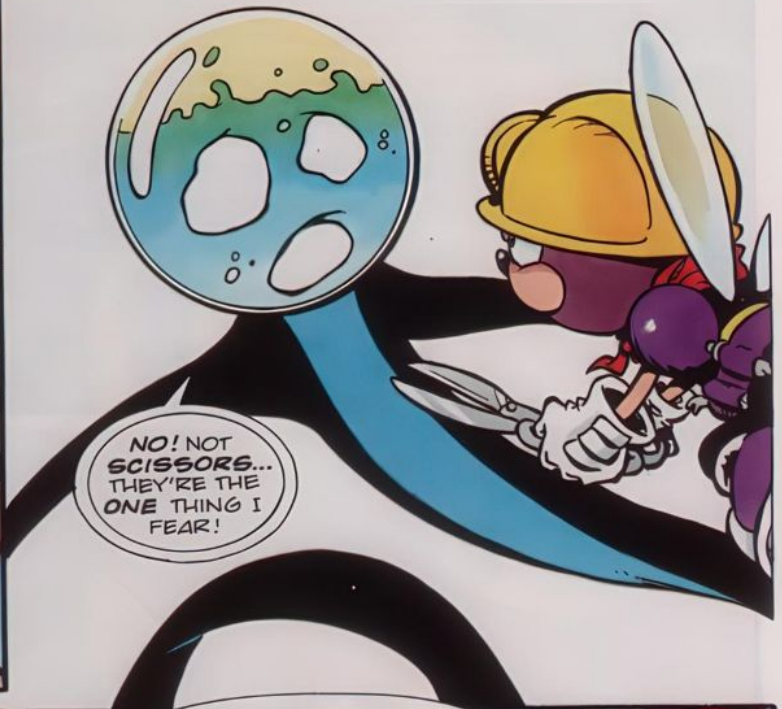
ER, I'VE  
BEEN REALLY  
BUSY WITH CHAOTIX...  
SAVING THE WORLD  
AND STUFF LIKE  
THAT. YES, SIREE-  
BOB!

WE'RE  
NEARLY THERE,  
GUYS. BE CAREFUL,  
THE FUNDAMENTAL  
FOUR ARE  
REALLY SCARY,  
AND...

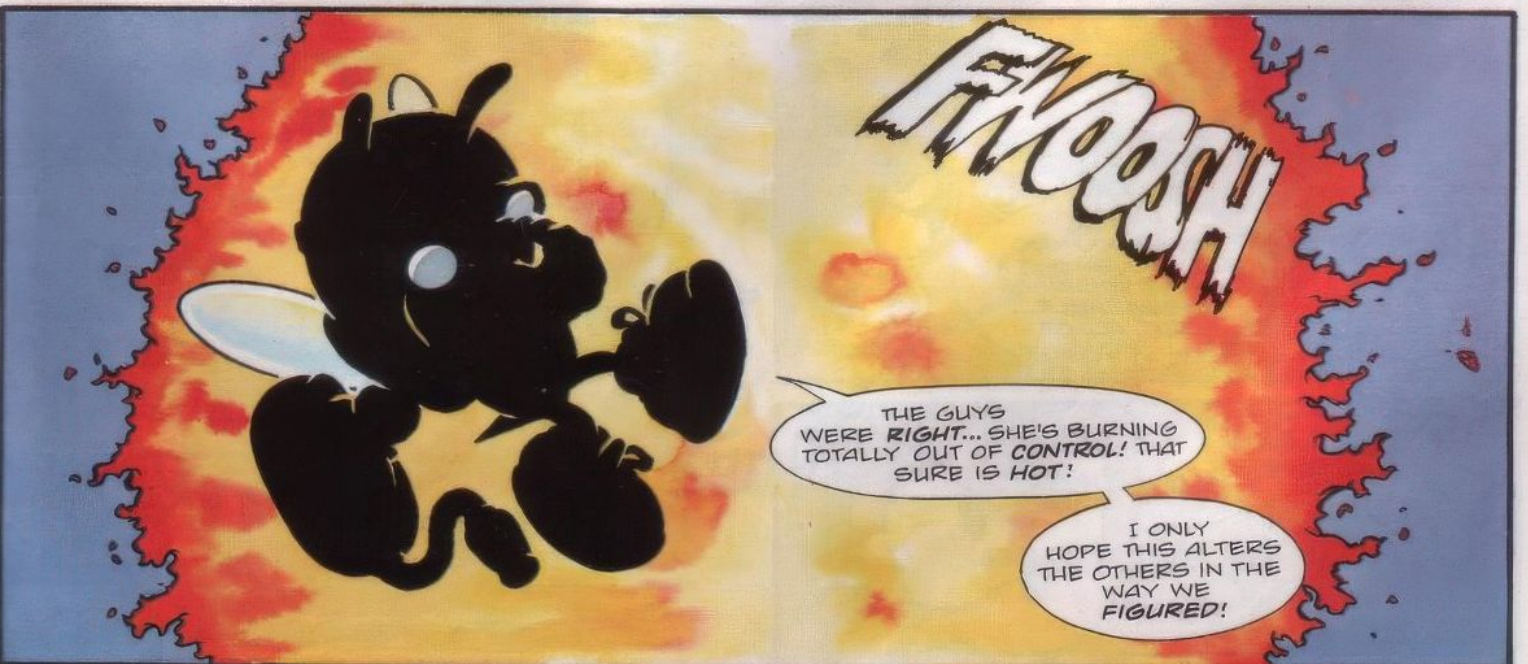
TRUST  
US CHARMY,  
WE'RE PRO-  
FESSIONALS!

OKAY  
MEN, YOU ALL  
KNOW WHAT  
TO DO!

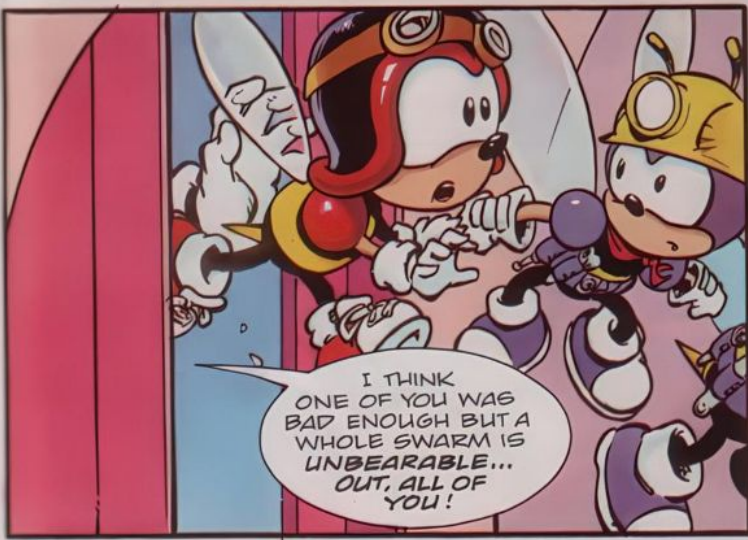
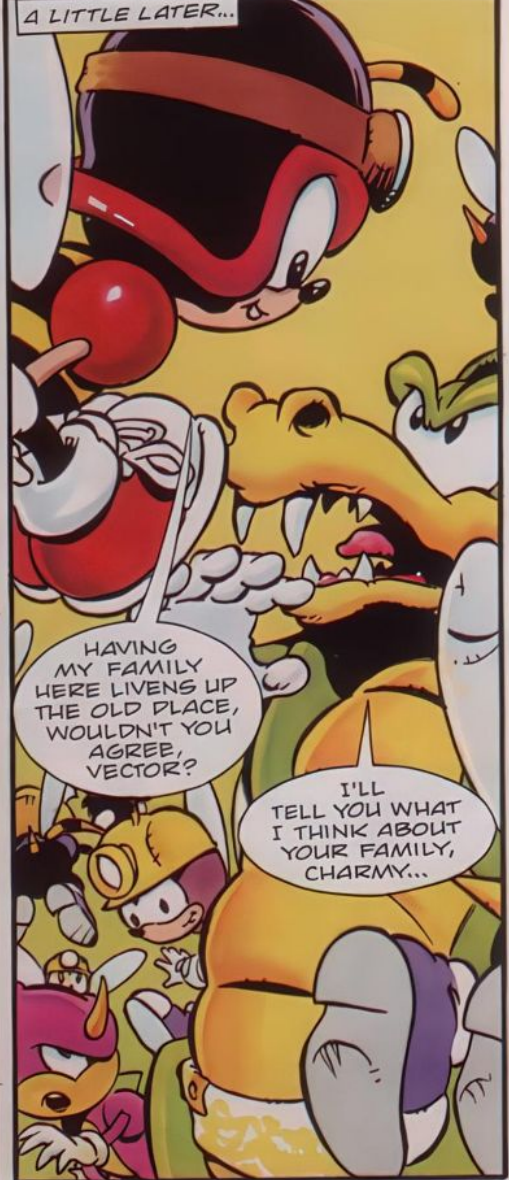












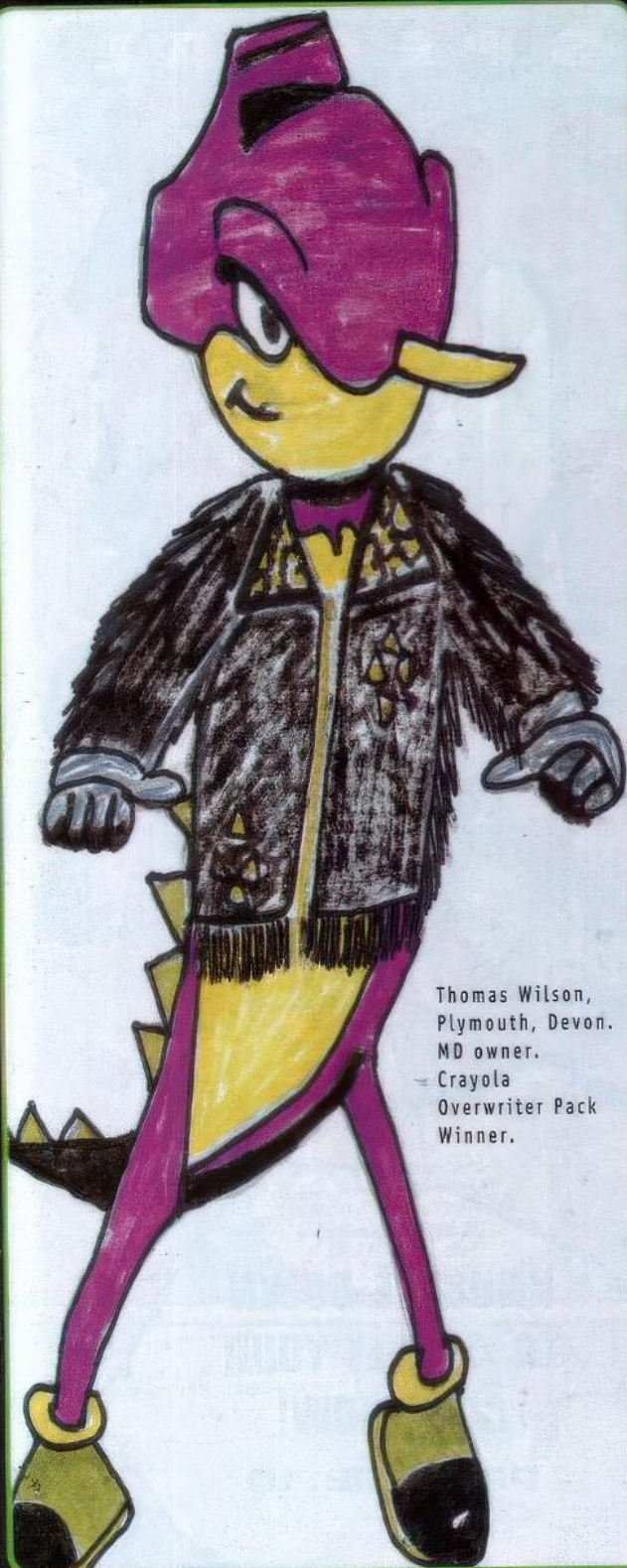
NEXT ISSUE: KNUCKLES RETURNS.



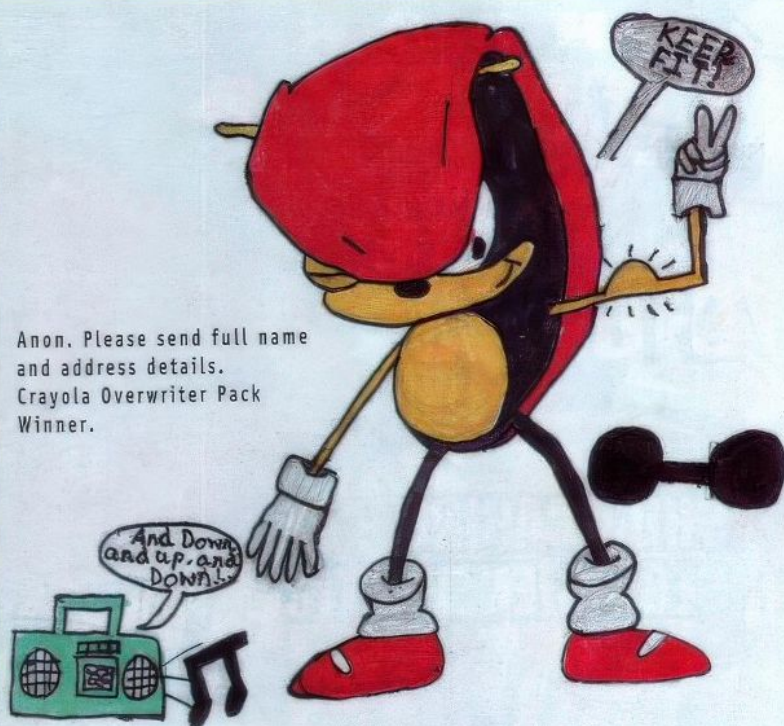
# CHAOTIX

## ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.



Thomas Wilson,  
Plymouth, Devon.  
MD owner.  
Crayola  
Overwriter Pack  
Winner.



Anon. Please send full name  
and address details.  
Crayola Overwriter Pack  
Winner.



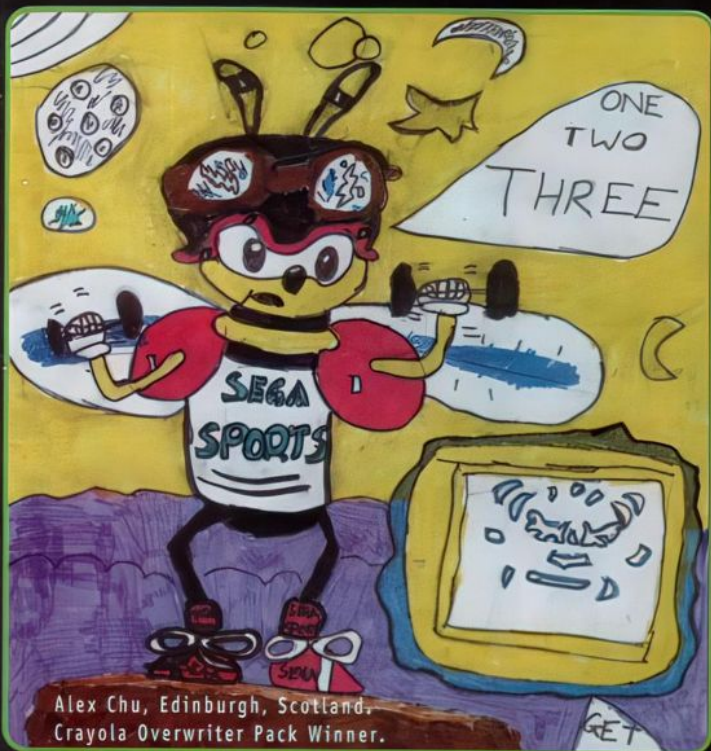
Steven Daglish,  
Newcastle Upon Tyne.  
MD/MS owner.  
Crayola Overwriter  
Pack Winner.



Anon. Please  
send full name  
and address  
details.  
Crayola  
Overwriter Pack  
Winner.



Christopher Yoong, Edgware, Middlesex. MD owner.  
Crayola Overwriter Pack Winner.



Alex Chu, Edinburgh, Scotland.  
Crayola Overwriter Pack Winner.



Robert D. Morris,  
St Albans, Herts.  
Crayola  
Overwriter Pack  
Winner.

To help get your handywork selected in future  
Graphic Zones, please take note of the following  
tips:-

- \* Draw in paint or felt tip pen on plain white paper  
(avoid lined paper and pencils or crayons as they  
don't show up as well when printed).
- \* Be original and don't copy pictures from the

comic - come up with your own ideas.

- \* Include your name and address, preferably  
written in capital letters on the back of  
the page.

- \* Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC,  
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME  
WHO GETS THEIR  
HANDYWORK PRINTED  
IN STC WILL RECEIVE  
A PACK OF CRAYOLA  
OVERWRITER COLOUR  
FIBRE-TIPPED PENS.





# TAILS

## SHOCK TACTICS!

Script: LEW STRINGER Art: MIKE HADLEY  
Colouring: STEVE WHITE Lettering: TOM FRAME

COMPLETE  
NEW  
STORY

TAILS IS STILL BUSY DEFENDING  
THE CASINO NIGHT ZONE  
FROM ATTACKS BY BADNIKS...

DESTROY ALL  
LIFE-FORMS!

NOT TODAY  
THANK YOU!

AAGHH!

FWAPP!











THOSE BADNIKS MAY  
BE GOING BACK TO  
THEIR SECRET BASE...  
LET'S SEE IF THIS  
DISGUISE FOOLS THEM!



SO FAR, SO GOOD!  
THEY'RE HEADING FOR  
THAT ABANDONED  
BUILDING...



ULP! THERE'S LOADS OF THEM!  
NOW I'VE GOTTA FIGURE OUT  
HOW TO TACKLE THEM  
ONE BY ONE



LOOK! HE  
IS NOT ONE  
OF US!

OOPS!  
WHAT A  
GIVEAWAY!

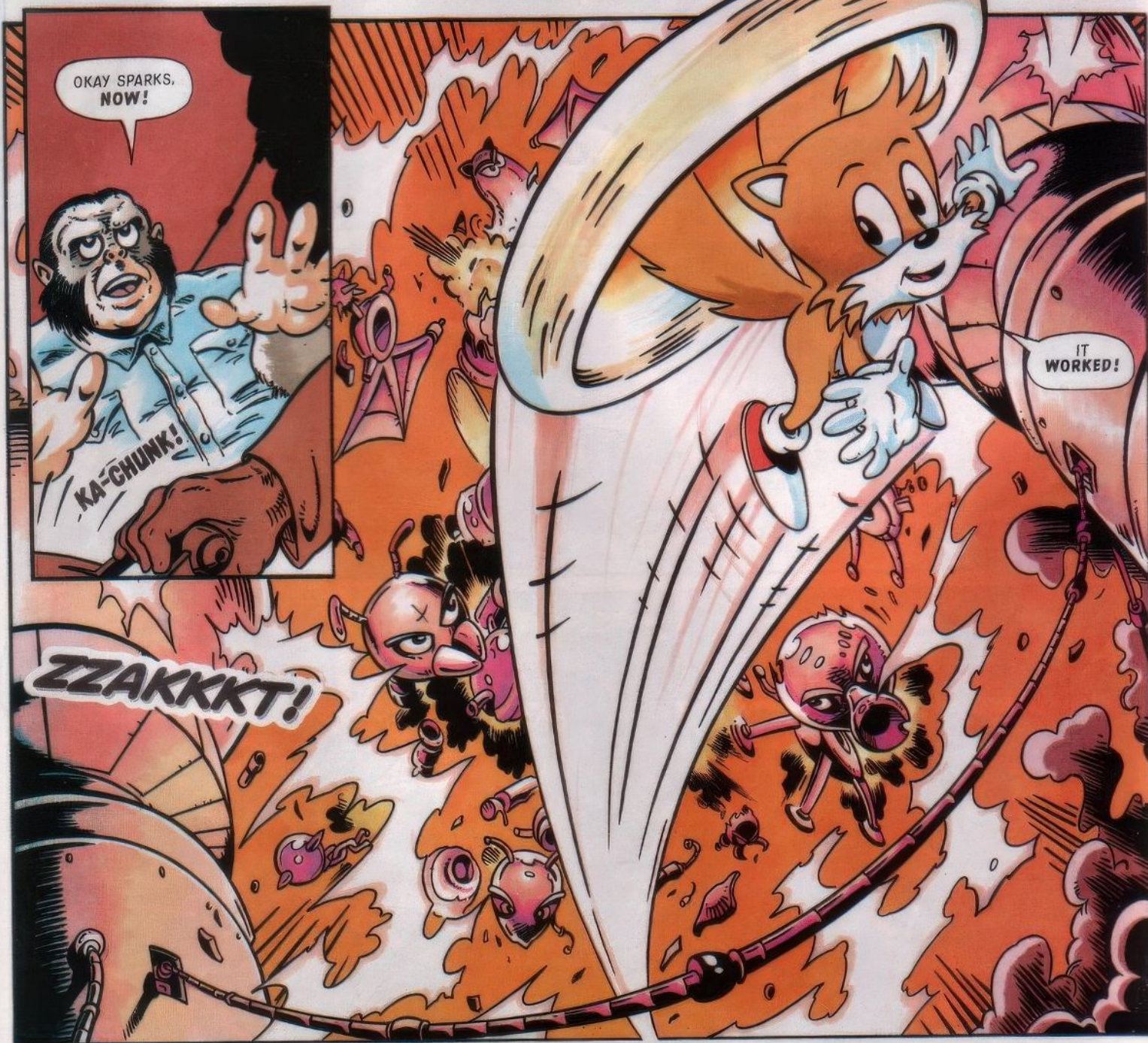
A SPY!



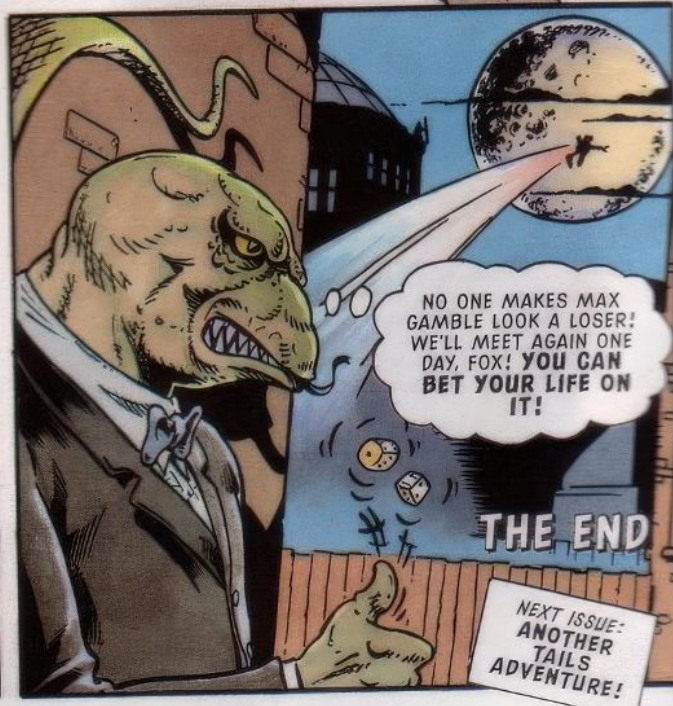
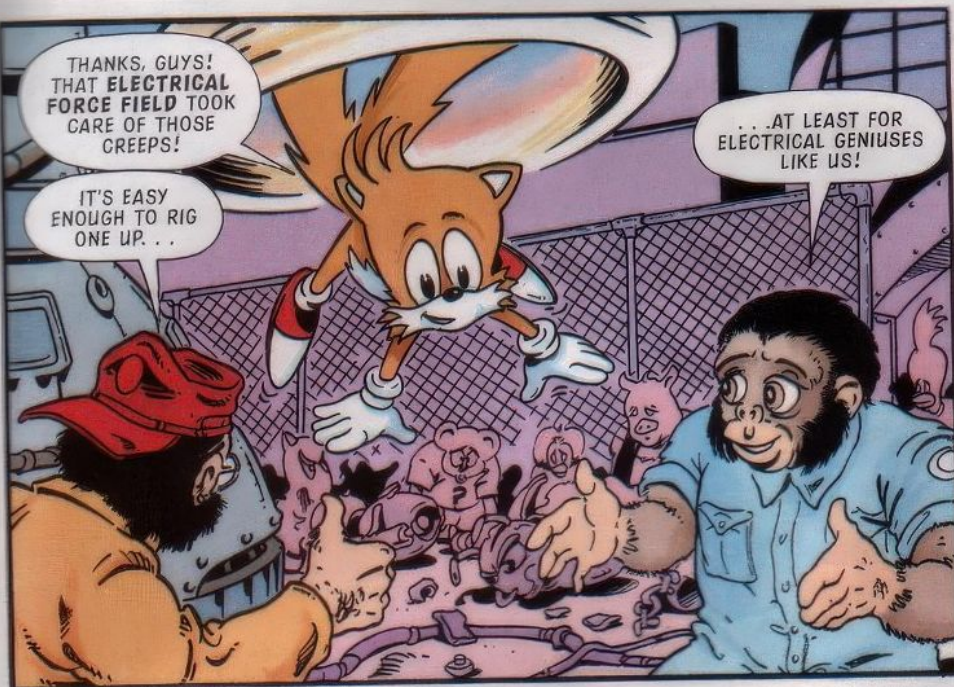
DESTROY  
HIM!

I THINK IT'S  
TIME FOR A CHANGE  
OF TACTICS!













# ZONE

**Q IS FOR QUESTION.**

**Q IS FOR QUERY.**

**Q IS FOR QUANDARY.**

**IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-**

**Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.**

**THE Q ZONE GOES TO HOLLYWOOD WITH A SELECTION OF CHEATS AND TIPS ON MONSTER MOVIE SPIN-OFF GAMES.**

Thanks to Carla Hodge from Gloucestershire for an ACE letter. Michaela Clarkson from Glasgow is given maximum respect for her Saturn game playing abilities. Finally, if Megadroid sees any more letters asking for help on *Sonic 1, 2, and 3*, his chips will short out! You've been warned!

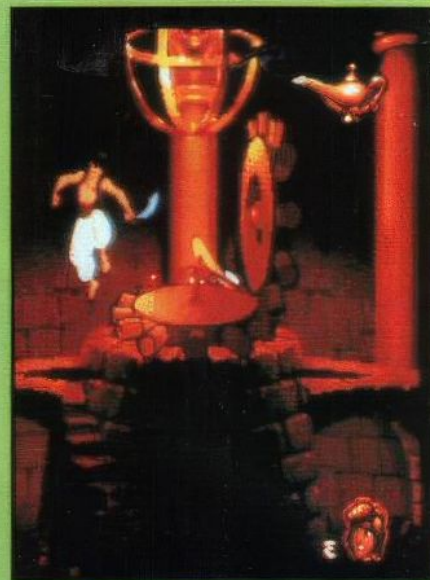
Remember that the following codes and moves may take practice to make them work, but keep trying and you'll get to blitz your machine.

## ALIEN 3



GAME  
GEAR

Infinite Time (timer still counts down)	00B-3DG-3BE
Infinite Energy	002-B1C-3B7
Infinite Lives	00C-F2A-F79



## ALADDIN



MEGA-CD

Traditional animated films were meant to be like this before computers made them. Here are some tips to help you junk Jaffar:-

### CHEATS

On the Options screen, type A,C,A,C,A,C,A,C,B,B,B,B to get to the cheats screen. Here you can have **total invincibility**, **start on any level** you please, (but after completing that level you always end up back at level 2) and get **freezability** in that the start button will pause the game.

### LEVEL SKIP

During any level, press Start to pause the game then enter A,B,B,A,A,B,B,A to warp to the next stage.



## BATMAN RETURNS



GAME  
GEAR

Infinite Lives

00A-57A-E6E

Infinite Special Lives

004-758-19E

Start with eight energy units  
after first life

08B-33A-C42

## TOY STORY



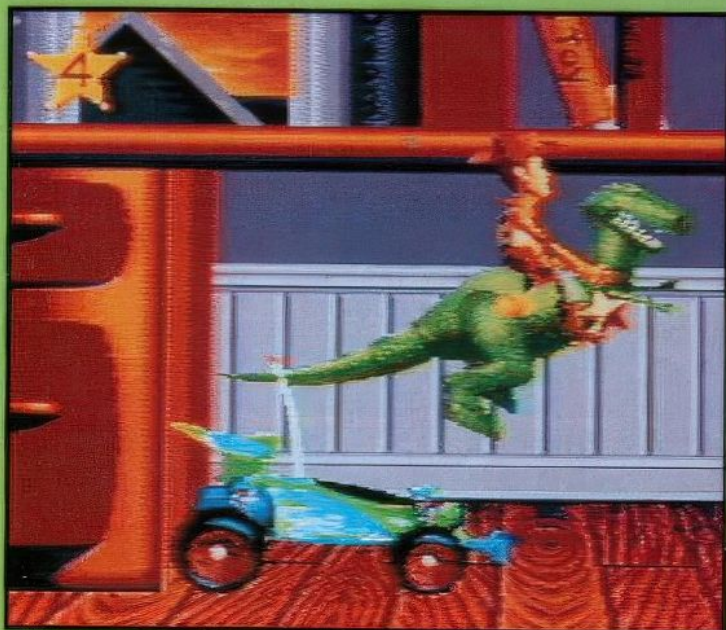
MEGA  
DRIVE



A truly awesome film using the latest computer technology, was hotly followed by a pretty cool computer game, too! Here's how to get the better of flashy Buzz Lightyear:-

### LEVEL SKIP

At the Press Start Screen press **A,B, right, A,C,A, down, A,B, right** and **A**. Do it quickly and you'll hear a laugh. Begin the game as normal and whenever you want to skip a level, press **start** and then **A**.



### INVINCIBILITY

To become invincible, make your way to the second stage. When you've put all the toys away, get **seven stars** and then jump into the toy box. Finally, press **Down** for **seven seconds**.

## STAR TREK GENERATIONS



GAME  
GEAR

This game kicks Klingon! My Trekkie spies have been hard at work to bring you these codes for this enterprising game. Beam me up now!

Level codes that allow access to each level:-

1. HARRIMAN
2. DEMORA
3. SOREN
4. VERIDAN
5. OGAWA
6. FARRAGUT

## STAR WARS



GAME  
GEAR

"Use the Force Luke" or alternatively, use these codes instead:-

Infinite energy for all players	00D-92B-3B7
	3AD-93B-2A2
Infinite Lives Luke	3AF-6BA-2A2

The END

NEXT ISSUE: VECTORMAN!



# SONIC'S WORLD *Revolution* Part 3

Script: LEW STRINGER  
Art: NIGEL KITCHING  
Colouring: JOHN M BURNS  
Lettering: TOM FRAME

ALTHOUGH CREATED BY DOCTOR ROBOTNIK AS HIS SECOND-IN-COMMAND, SUPER-TROOPER COMMANDER BRUTUS HAS TURNED AGAINST HIS CREATOR. LEADING A REVOLUTION TO OVERTHROW ROBOTNIK FOR HIS OWN EVIL PURPOSES, BRUTUS IS ATTACKED BY SONIC. HOWEVER...

BEHOLD, SPIKEBALL! YOUR FORMER FRIENDS, AMY ROSE AND JOHNNY LIGHTFOOT ARE NOW EVIL BADNIKS, LOYAL TO ME!

OH NO! THIS IS NOT GOOD!

DIE, OUTLAW!



GOTTA MOVE FAST!  
JOHNNY'S NOT  
FOOLING AROUND!



GOT YOU!

AMY! I KNEW  
YOU WOULDN'T LET  
ME DOWN!



MY MISTAKE!

ROBOTNIK IS  
WATCHING YOU

DESSSTROYYY!





UHHN! SOMETHING TELLS ME AMY AND JOHNNY MEAN BUSINESS... BUT HOW CAN I FIGHT MY PALS?



MY NEW BADNIKS WILL TAKE CARE OF THE HIDEOUS HEDGEHOG! IT'S TIME I TRACKED DOWN ROBOTNIK AND DESTROYED HIM!



\*ROBOTNIK AND GRIMER ESCAPED IN THE HEAT OF BATTLE LAST ISSUE - Megadroid

I... WON'T LET YOU... RULE THIS PLANET, ROBOT! ...EVEN IF YOU ARE STRONGER... THAN ME!\*



\*ALSO IN THE LAST ISSUE: BRUTUS DEFEATED SHORTFUSE - Megadroid.

CYBERNIK, THERE IS NO "IF" ABOUT IT!

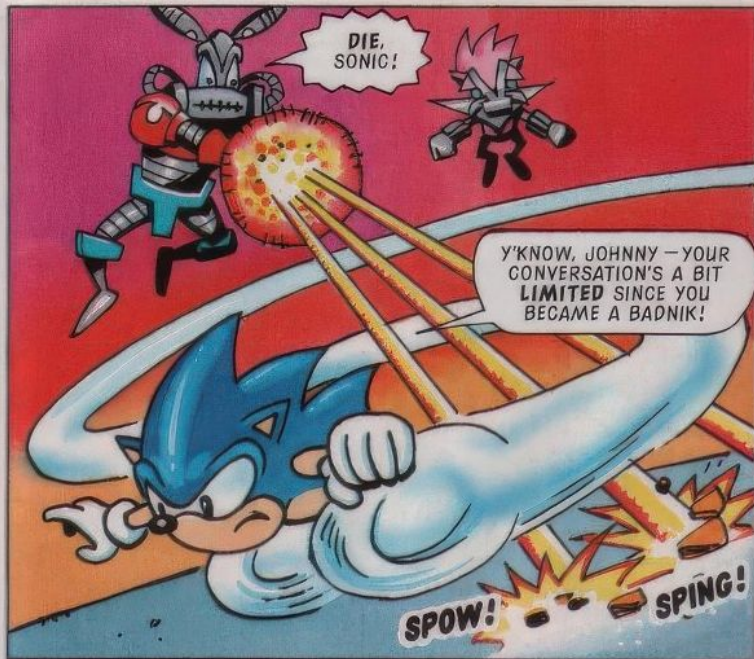


...NO-ONE IS STRONGER THAN COMMANDER BRUTUS!

AAAGGH! POINT TAKEN!







DIE,  
SONIC!

Y'KNOW, JOHNNY—YOUR  
CONVERSATION'S A BIT  
LIMITED SINCE YOU  
BECAME A BADNIK!

SPOW!

SPING!



WHEEEE—KDASHH!

SHORTFUSE!  
I COULD DO WITH  
SOME HELP!

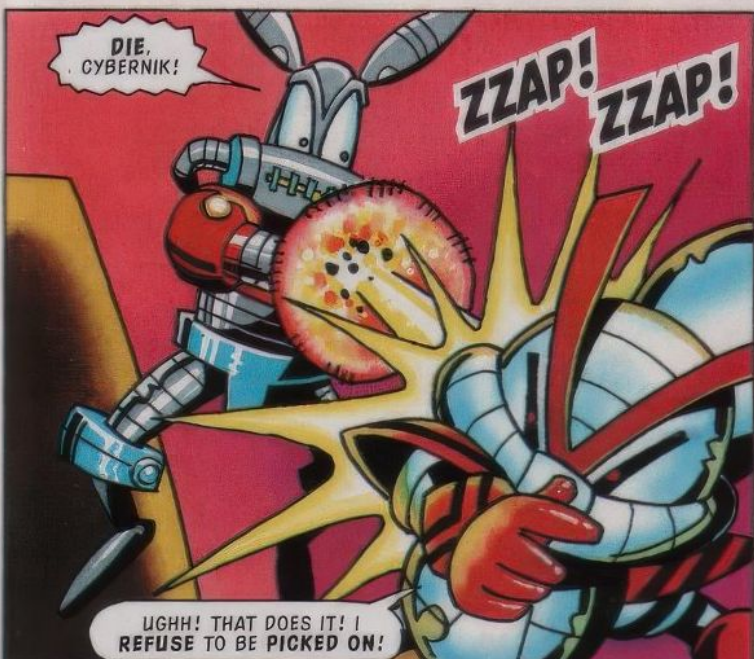


I'LL JUST  
PULL MYSELF  
TOGETHER...

THERE'S NO TIME  
TO SPARE, PAL!  
MOVE IT!



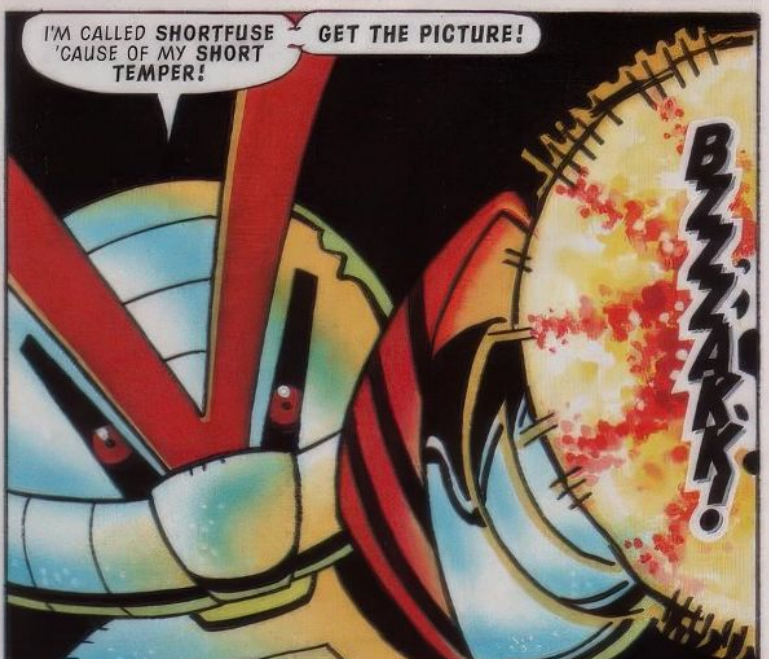
MISSED! I'M HOLDING BACK  
BECAUSE AMY AND JOHNNY ARE MY  
FRIENDS... BUT IF I DON'T GET MY  
ACT TOGETHER, THEY'LL FINISH ME!



DIE,  
CYBERNIK!

ZZAP! ZZAP!

UGH! THAT DOES IT! I  
REFUSE TO BE PICKED ON!

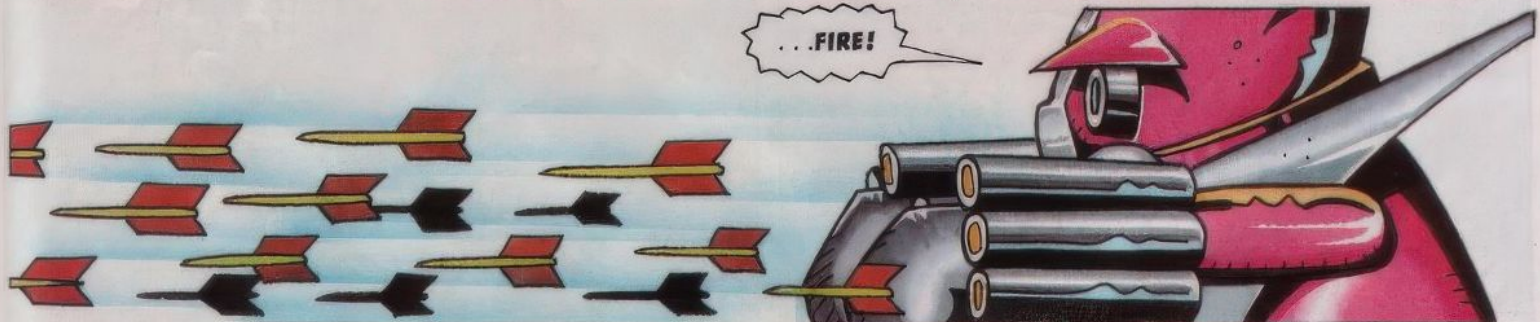
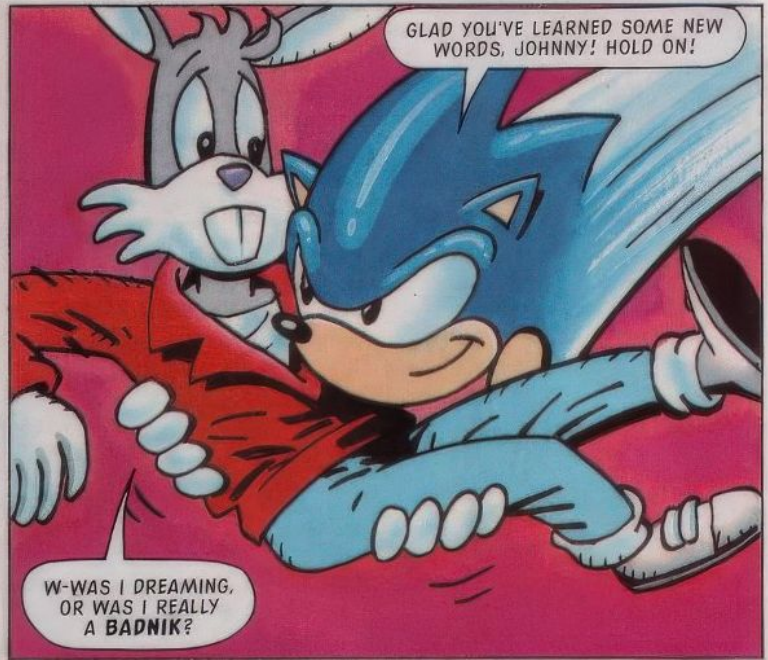


I'M CALLED SHORTFUSE  
'CAUSE OF MY SHORT  
TEMPER!

GET THE PICTURE!

BZZZAKK!

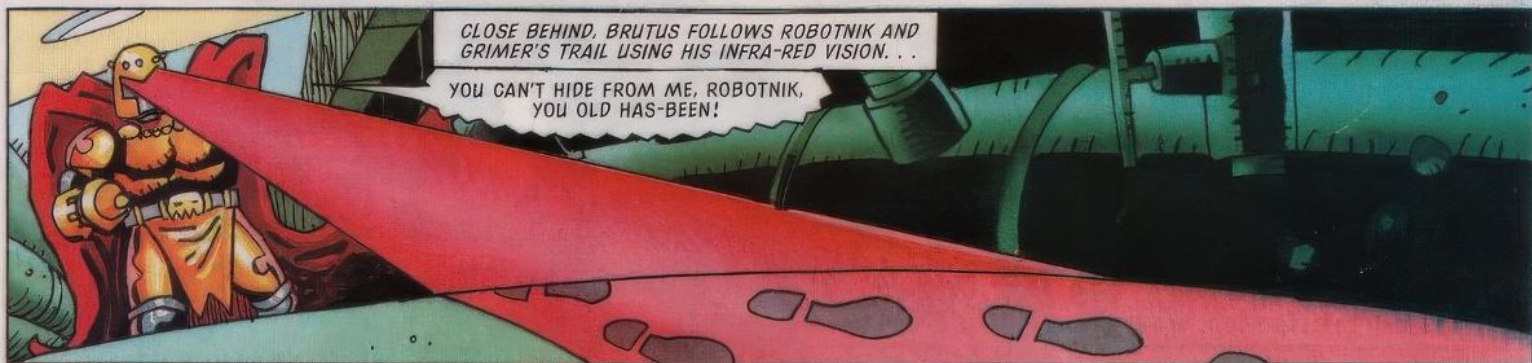








THIS MAY BE THE ONLY WAY OF STOPPING THAT TRAITOR BRUTUS!



CLOSE BEHIND, BRUTUS FOLLOWS ROBOTNIK AND GRIMER'S TRAIL USING HIS INFRA-RED VISION. . .

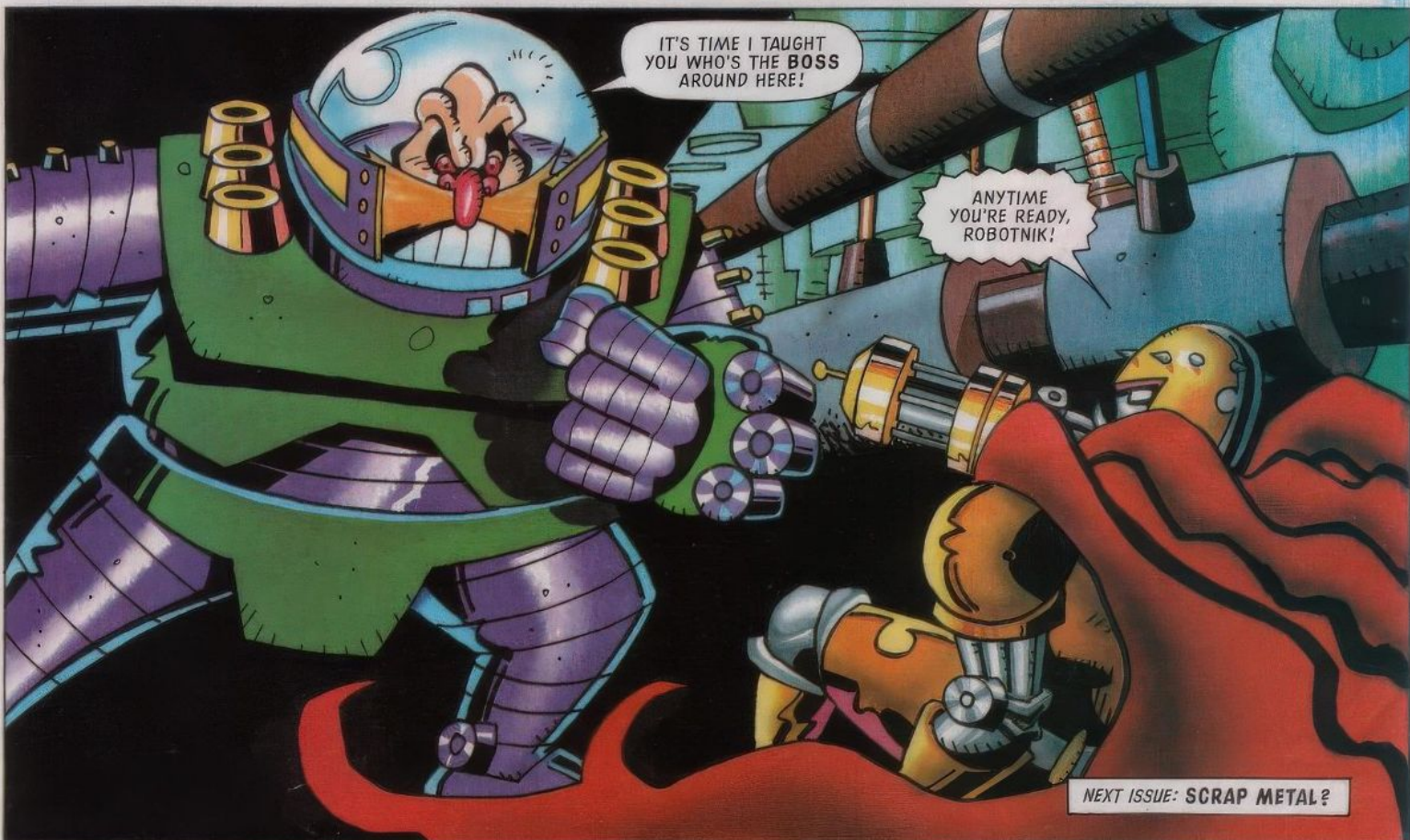
YOU CAN'T HIDE FROM ME, ROBOTNIK, YOU OLD HAS-BEEN!



WHAM!

AARRG!

ENOUGH OF YOUR INSULTS, YOU SECOND-RATE UPSTART!



IT'S TIME I TAUGHT YOU WHO'S THE BOSS AROUND HERE!

ANYTIME YOU'RE READY, ROBOTNIK!

NEXT ISSUE: SCRAP METAL?





# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## SNAPPED UP!

Dear STC,

It has come to my attention that you are giving away cameras to certain readers. I would like to offer my services as a first class camera checker, in case you're wondering about Boomer satisfaction. What do you think?

Ms Wood, Holm, Orkney Isles.  
MD owner - & soon to be - Sonic & Knuckles Camera Winner.



Your timing is perfect, Ms Wood, as the Speedlines prize is scheduled to change

after STC 82 (see next issue for details).



Three cheers for Amy!

Sara Adamson, Bellshill, Scotland.  
Sonic & Knuckles Camera Winner.



Michael Lawson, Sprinwell, Sunderland.  
Sonic & Knuckles Camera Winner.



Send your e-mail messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal) address if you want to win a prize!



## WITHOUT SYSTEM!

Dear Megadroid,

Why have you stopped printing the Master System charts? Back in STC 77, Jamie MacTulloch asked if you could include the Saturn charts, but since then the MS has been dropped. It's obvious to me that he meant for you to squash the four existing Sega charts up, in order to fit five systems in!

Mark Teo, Greenwich, London.  
MS owner.  
Sonic & Knuckles Camera Winner.



Unfortunately, Mark, sources at Sega have confirmed that Master System games and machines are no longer being made. High-powered competition from the Mega Drive and Saturn systems, mean that the 8-bit machine has finally bitten the dust.

## DUKE'S RULES!

Dear STC,

I am angry that a certain 'hyped-up' echidna, namely Knuckles, has taken over your comic. I demand to see more of Sonic, Tails and Chaotix, and less of Knuckles! Duke Palmer, Exeter, Devon.  
Sonic & Knuckles Camera Winner.



Try being calmer Duke. STC has ensured that at least for this issue all your wishes have come true. The bad news for you, however, is that Knuckles returns in STC 82.

EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA SONIC & KNUCKLES  
DISPOSABLE CAMERA,  
COMPLETE WITH 27 FULL-COLOUR  
FUJI EXPOSURES.





# NEXT ISSUE

## WIN!



### CASIO POCKET TV's

**SUPER SONIC!**  
FRENZIED FURY FINALE!

COMPLETE  
STORY

**TAILS!**  
CHANGING TIMES

**SONIC'S WORLD!**  
BRUTUS BITES THE DUST!

NEW  
TWO-PART  
STORY

**KNUCKLES!**  
TROUBLED WATERS

PLUS

REVIEW ZONE!  
WORLD CUP GOLF!

GRAPHIC ZONE!  
SUMMER HOLIDAY!

Q ZONE!  
VECTORMAN

STC 82

ON SALE **WEDNESDAY**, 10 JULY '96

£1.20

## DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

MY FAVOURITE ...

FILM/VIDEO IS .....

BAND/SINGER IS .....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 81

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.